TACTICAL ESPIONAGE ACTION
METAL GEAR™
SOLID
KONAMI

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What is "MG" Metal Gear? The original version of Metal Gear first went on sale in 1987. This game was born from the notion that "Fighting alone does not make a game. Advance while hiding from your enemy!" Metal Gear was the first game to use stealth rather than out-and-out shooting action to define gameplay. Metal Gear had a huge impact on game players and manufacturers alike at a time when the conventional wisdom was to create action games in which all you had to do was shoot the bad guys. Not only was Metal Gear a new and original game system, but its story—full of plot twists and intricate human drama—garnished great praise from the critics and made it into the great hit that it was. The sequel, Solid Snake, also received high praise, and the series continued to be widely discussed as a visionary masterpiece. After a high demand to update the game, Konami developed a new installment: Metal Gear Solid.

This current release of Metal Gear Solid by Microsoft introduces the complete Konami Metal Gear Solid game series for the personal computer, with enhanced graphics resolution.

Outer Heaven

Outer Heaven Revolt—1995. A small but powerfully armed nation called Outer Heaven is suddenly active deep in South Africa. After NATO learns that this group is at work designing a nuclear-equipped walking battle tank called Metal Gear, they send in one of their best agents, Grey Fox, to investigate. However, after Grey Fox is taken hostage, NATO is forced to send in the newest member of FOXHOUND, an untried agent named Solid Snake. Snake is successful; he rescues Grey Fox and forces the surrender of Outer Heaven. But just as he is planning his escape, one man stands in his way. It's the commander of FOXHOUND itself, Big Boss!

Big Boss has masterminded a large-scale mercenary operation in Outer Heaven and controls all of it with an iron fist. Big Boss had engineered NATO sending Solid Snake through spreading misinformation to the West, but he seriously miscalculated. Solid Snake unraveled all the carefully laid plans that lead him to the inevitable final showdown with Big Boss. After a fierce battle in which Big Boss is defeated, Snake emerges victorious as Outer Heaven burns around him. **(From Metal Gear)**

1999 Zanzibar Riot—In 1999, Dr. Kio Marv, inventor of the oil-refining microbe OILIX, was taken hostage by Zanzibar, a heavily armed nation in central Asia ruled by a minority ethnic group. Zanzibar was planning to gain political and military hegemony over a world suffering under the cruel weight of a world-wide energy crisis. Roy Campbell, commander of FOXHOUND, contacted Solid Snake, now in retirement, and called him back to active duty to infiltrate Zanzibar and recover Professor Marv.

Solid Snake broke through Zanzibar's impressive steel wall and penetrated deep into the interior of its secret base. He once again destroyed Metal Gear, which had been rebuilt after being transported from Outer Heaven, and defeated Grey Fox, the former member of FOXHOUND who turned traitor and became the leader of the Zanzibar mercenary corps.

Solid Snake was also successful in retrieving the OILIX manufacturing process. Finally, he came face-to-face with the man who was pulling all the strings in Zanzibar, Big Boss!

Big Boss had survived the battle in Outer Heaven and created Zanzibar to make a world rife with conflict and war, a world in which soldiers such as him would always have a place. After defeating Big Boss for the second and final time, Snake gave up on war and retired to the peaceful Alaskan wilderness.
(From Metal Gear 2: Solid Snake)

And so it was at the beginning of the 21st Century...

The nuclear weapons disposal facility on Shadow Moses Island in Alaska's Fox Archipelago is attacked and captured by Next Generation Special Forces led by members of FOXHOUND. The terrorists have got their hands on hundreds of nuclear warheads and they're demanding that the government turn over the remains of Big Boss. They warn that if their demands are not met within 24 hours, they'll launch a nuclear weapon. Solid Snake is once again called back to duty in a top-secret mission to deal with the greatest terrorist threat the world has ever seen. His mission is to first single-handedly infiltrate the nuclear weapons disposal site and rescue the two hostages—DARPA chief Donald Anderson and the President of ArmsTech, Kenneth Baker—and then to eliminate the terrorists and prevent a nuclear launch. The time limit is 24 hours. Once again, Snake heads to battle...alone.

INFILTRATE WITHOUT BEING SEEN BY YOUR ENEMIES

You're Solid Snake and you've got to single-handedly infiltrate the nuclear weapons disposal facility, which is being occupied by a group of terrorists. If the enemy spots Snake, they will call in reinforcements and go after him. You can't win in a firefight against superior numbers, so try to avoid unnecessary battles whenever you can.

SNAKE HAS TWO PRIMARY MISSIONS:

- Infiltrate the nuclear disposal site. Determine the nuclear launch capabilities of the terrorists and prevent a launch at all costs.
- Rescue the DARPA Chief and the ArmsTech president. Both are being held as hostages.

When the game begins, your first goal is to rescue the DARPA Chief.

Setup

1. Start Microsoft® Windows® 95 or later.
2. Insert the Metal Gear Solid CD 1 into the CD-ROM drive, and follow the directions on the screen. If Setup does not begin automatically, refer to the Readme file on the Metal Gear Solid CD.

Note: Setup will also install VR Missions.

Starting the game

1. Start Microsoft Windows 95 or later.
2. Insert the Metal Gear Solid CD 1 into the CD-ROM drive and select **Play Metal Gear Solid**.
   –OR–
   Double-click the Metal Gear Solid icon on your desktop.
   –OR–
   Click **Start**, point to **Programs**, point to **Metal Gear Solid** and then click **Metal Gear Solid**.
3. After the Konami logo appears, the title demo begins. Press the B button (or SPACEBAR, if you are using a keyboard) to bring up the Game Menu.
4. Press up or down on the directional pad (or arrow keys, if you are using a keyboard) to highlight the menu options, and press the B button (or SPACEBAR, if you are using a keyboard) to select an option.

The menu options are:

New Game Starts a new game and brings up the Data Difficulty screen. After you select the difficulty, the game begins from the beginning.

Load Game Brings up the Load Game menu. After you select the data, the game begins from the point at which you last saved it (see "Saving and Loading," later in this manual).

Options Allows you to change the various game settings (see "Briefing and Options").

Briefing Provides details of the current operation (see "Briefing and Options").

Extra Provides information on your previous operations, and allows you to view your photo album, as well as offering special options after finishing the game.

Exit Exits the game.

METAL GEAR SOLID USES TWO DISCS.

When the Disc Exchange screen appears, follow the instructions on the screen to exchange the discs.

ANY OF THE FOLLOWING INPUT DEVICES ARE RECOMMENDED FOR PLAYING METAL GEAR SOLID:

- Microsoft® SideWinder® Game Pad Pro (or equivalent game controller, including joystick)
- Keyboard
- Mouse (limited control)

This manual assumes you are using a six-button game pad. If you are using the keyboard controls instead, press the key that appears in parentheses next to the game pad key. For example, "press B (or SPACEBAR, if you are using a keyboard)" means that you either press the B button on the game pad or the SPACEBAR on a keyboard.

KEYBOARD COMMANDS

Weapon	CTRL
1st Person View	X
1st Person Mode	F2
Crawl	SHIFT
Action	SPACE
Inventory Items	A
Inventory Weapons	S
Switch Item	Q
Switch Weapon	W
Fast Weapon Selection	0-9
Activate Codec	TAB
Scroll Inventory/Weapons	ARROW KEYS
In-game Menu	ESC

MOUSE CONTROLS

Move mouse	Move Snake, move items/weapons, scroll through menu items.
Click	Use items/ weapons, select menu options.
Right-click	Turn crawl mode on and off.

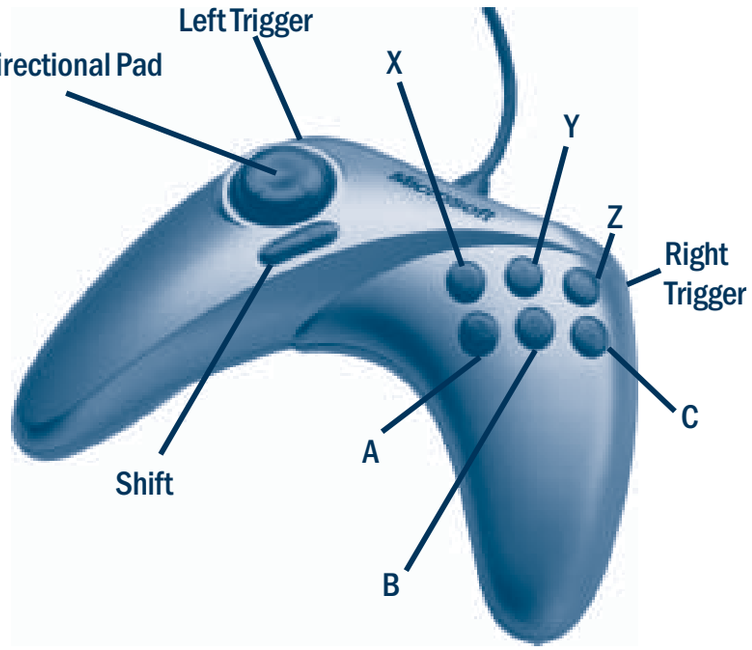
GAMEPAD COMMANDS

Movement	Directional pad
Weapon	X (Button 4)
1st Person View	Y (Button 5)
Crawl	A (Button 1)
Action	B (Button 2)
Inventory Items	Left trigger (Button 7) + Direction to scroll
Inventory Weapons	Right trigger (Button 8) + Direction to scroll
Quick Switch Item	Shift (Button 9) + Left trigger (Button 7)
Quick Switch Weapon	Shift (Button 9) + Right trigger (Button 8)
Activate Codec	Z (Button 6)
Start/Pause/In-game Menu	C (Button 3)

CUSTOMIZING GAME CONTROLS

No matter which input device you are using, you can customize it according to your own preferences. To do this, select **Options** from the title screen or select the in-game menu, then select Controller Options.

To change an individual control, select the item from the list using the arrow keys, direction button, or mouse. Press **Enter** and press the key, gamepad button, or mouse button that you want this control to operate with. Once this is done the control now operates from the new key or button.



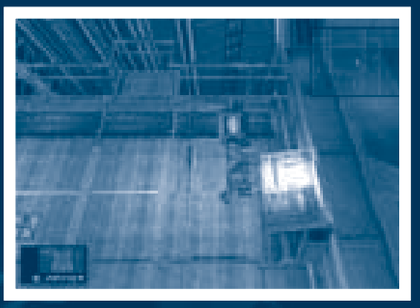
FIRST PERSON VIEW MODE

Metal Gear Solid for the personal computer allows the user to experience all the adventures of Snake in First Person View mode. To enter First Person View mode (Shukan Mode), press the Y button (X on the keyboard) twice, quickly. You are now able to see and move about the world looking through the eyes of Snake. While in this mode, press and hold down the Y button to just look around without moving.

To exit First Person View mode and return to the standard 3rd person view again, press the Y button (X on the keyboard) twice, quickly.

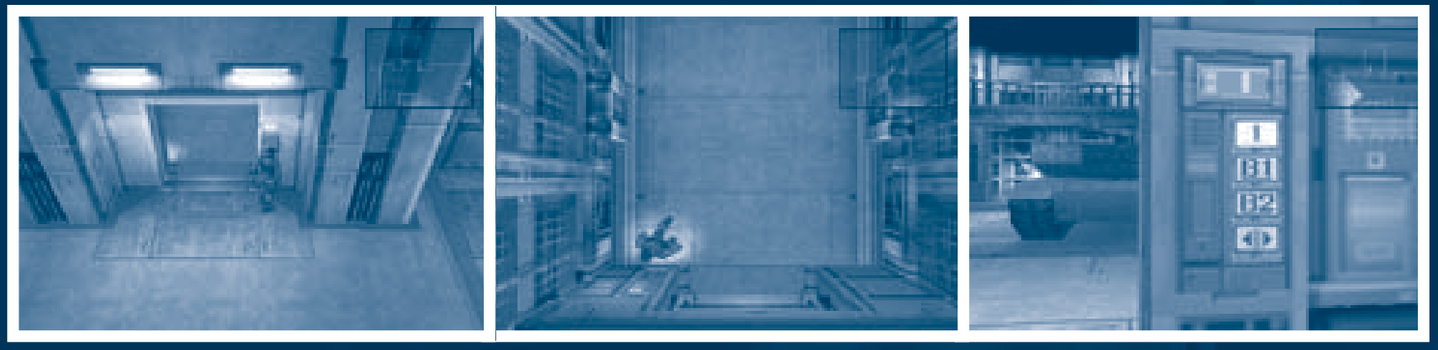
STICKING CLOSE TO WALLS

To stick your back up against walls and other objects, press and hold the directional pad (or arrow keys, if you are using a keyboard) in the direction of the wall or other object.



CARGO ELEVATOR CONTROL PANEL

To make the cargo elevator move, press the B button (or SPACEBAR, if you are using a keyboard) while standing in front of the control panel.



ELEVATOR CONTROLS

To call the elevator, press the B button (or SPACEBAR, if you are using a keyboard) while facing the control panel next to the elevator. Occasionally, it may take some time for the elevator to appear.

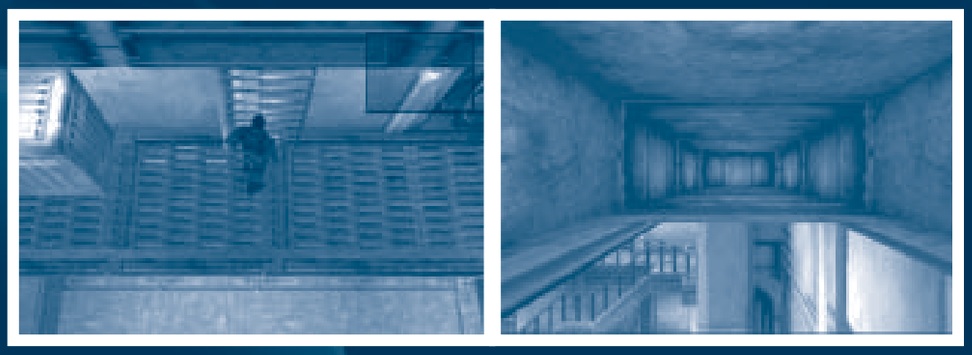
To display the floor buttons, stand in front of the control panel inside the elevator.

To highlight a floor, press up or down on the directional pad (or arrow keys,

if you are using a keyboard). To select the floor you want to go to, press the B button (or SPACEBAR, if you are using a keyboard).

CLIMBING UP AND DOWN LADDERS

To climb up or down a ladder, press the B button (or SPACEBAR, if you are using a keyboard) in front of or at the top of a ladder.



ENTERING AND EXITING AIR DUCTS

Crawl to enter or exit an air duct. After pressing the A button (or SHIFT, if you are using a keyboard), use the directional pad (or arrow keys, if you are using a keyboard) to get into crawling position. When you are inside an air duct, you will be in Intrusion mode (see "Camera Modes" later in this manual).

WHEN USING A CARDBOARD BOX

Although you can move normally while inside a cardboard box, your vision is restricted in First Person View mode, as if you are peeking through a hole in a cardboard box. As long as your enemies don't see you moving, they'll just think you're a cardboard box and not see you.

TORTURE EVENT

Until the Time Gauge runs out, you will continue to receive electric shocks, which will reduce your Life. When your Life Gauge runs out, the game is over. To restore your Life, press the B button (or SPACEBAR, if you are using a keyboard) repeatedly.

If you submit to the torture, you won't lose the game, but you may lose Meryl. To submit to the torture, press the Z button (or TAB, if you are using a keyboard).

Note: Be careful; there are no Continue Points on this portion of the game (see "Continue Points" later in this manual).

RAPELLING

To jump off a wall, press the A button (or SHIFT, if you are using a keyboard).

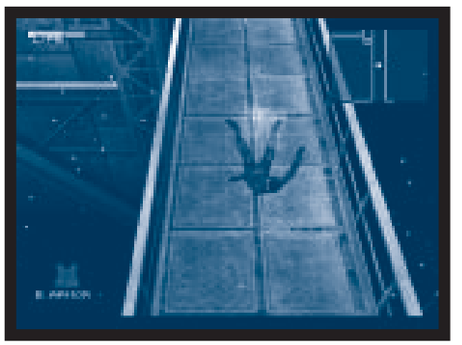
To descend, press down on the directional pad (or arrow keys, if you are using a keyboard) while in mid-air. To jump in either direction, press right or left on the directional pad while jumping.

To make Snake's feet remain on the wall, press the B button (or SPACEBAR, if you are using a keyboard).

To move slowly in a particular direction, press the directional pad while your feet are against the wall.

While parascending, you can take damage from gunfire from the Hind or from steam coming out of the wall. Try to avoid damage as you rappel down.

Life Gauge



Solid Snake's remaining life is displayed only when Snake receives damage. When the Life Gauge reaches zero, the game is over.

When a Boss enemy is defeated, your Life increases to maximum capacity according to the difficulty you choose.

Solid Snake

The character that the player is controlling.

Weapons

Displays the weapon you are currently equipped with. If nothing is equipped, nothing is displayed.

Item

Displays the item you are currently equipped with. If nothing is equipped, nothing is displayed.

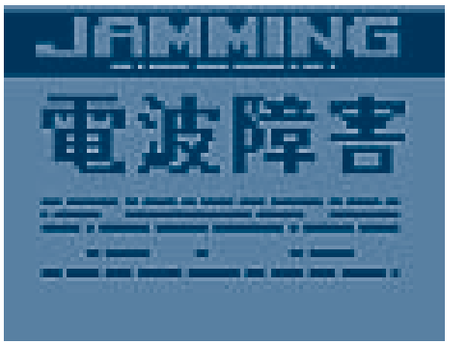
O^2 (Oxygen) Gauge

Shows the player's remaining oxygen. It is displayed in areas that are filled with water or gas. When the O^2 Gauge reaches zero, the Life Gauge begins to go down. Equipping the gas mask in areas filled with gas makes your O^2 Gauge go down more slowly.

IN INFILTRATION MODE

• **Dot in Center** Solid Snake • **Green Cone** Solid Snake's field of vision in First Person View mode • **Red Dots** Enemy soldiers • **Blue Cone** Enemy soldier's normal field of vision • **Red Cone** Enemy soldier's field of vision in Noise mode or Footprint mode • **Yellow Cone** Surveillance camera's field of vision.

Note: The radar cannot be used in areas with strong harmonic resonance (narrow spaces).



In Alert mode When an enemy discovers you, the game enters Alert mode, and your radar becomes unusable. After you leave the enemy's field of vision, the countdown starts. When it reaches zero, the game enters Evasion mode.

In Evasion mode In this mode, the enemy soldiers are looking for Snake. If you are discovered again, the game reenters Alert mode. If the countdown reaches zero, the game returns to Infiltration mode. Radar is unusable in Evasion mode.

Electronic Jamming During electronic jamming, weapons and other items that use electronic components—such as surveillance cameras, remote-controlled missiles, and radar—will not function properly.

Boss Enemy's Life Gauge

Shows the Boss enemy's remaining life.

Hostage's Life Gauge

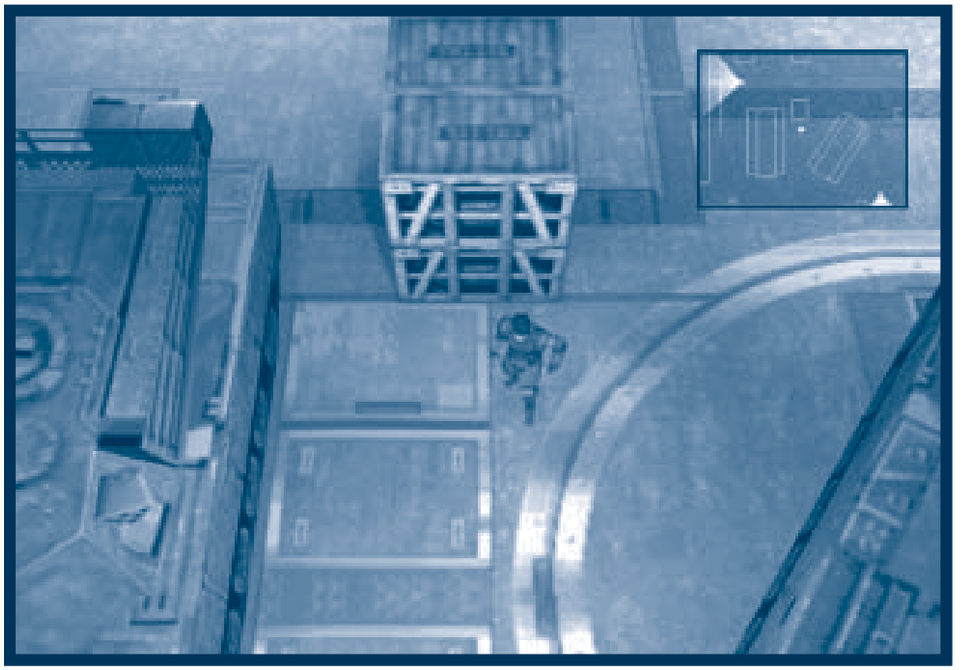
Appears if a hostage is present. If the gauge reaches zero, the game is over.

Bullet Gauge

(Applies only to VS Revolver Ocelot.)

Displays Revolver Ocelot's remaining number of bullets. When the gauge reaches zero, Revolver Ocelot stops and reloads his gun.

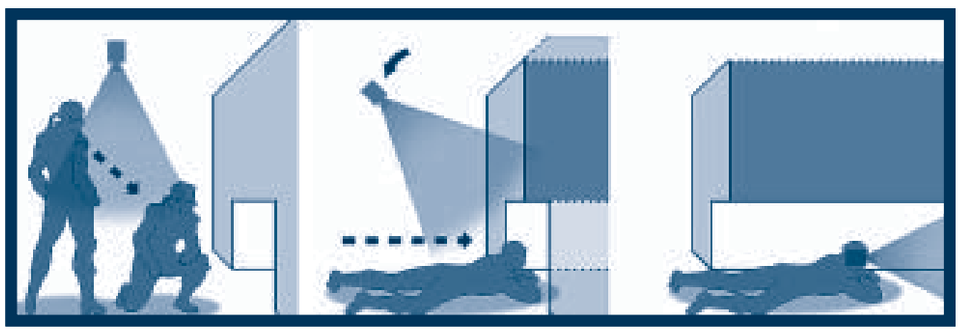
Metal Gear Solid uses a variety of camera modes to create a feeling of participating in an infiltration mission packed with tension and excitement. Familiarize yourself with each unique camera mode and use them to your best advantage.



Use Corner View mode to spy on your surroundings while remaining hidden.

Use First Person View mode to closely examine your direct surroundings.

When you press the Y button (or X, if you are using a keyboard), the camera shifts to the player's viewpoint. If you press the directional pad (or arrow keys, if you are using a keyboard) while holding the Y button, you can change the direction that Snake is looking. When you do this, you'll be able to see your field of vision represented as a green cone on your radar.



Intrusion mode operates when you are crawling through narrow areas.

The camera shifts to the player's point of view. To move forward, press up on the directional pad (or arrow keys, if you are using a keyboard); to go backward, press down. You can go right or left by pushing in either direction. You can also shift to First Person View mode while in Intrusion mode.

Infiltration Mode

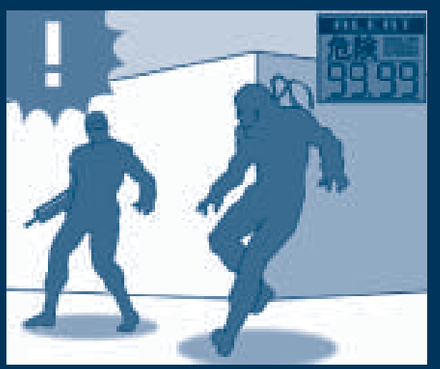
Infiltration mode is the standard mode when enemy soldiers or surveillance cameras have not discovered Snake. In this mode, enemies generally patrol along a certain route.

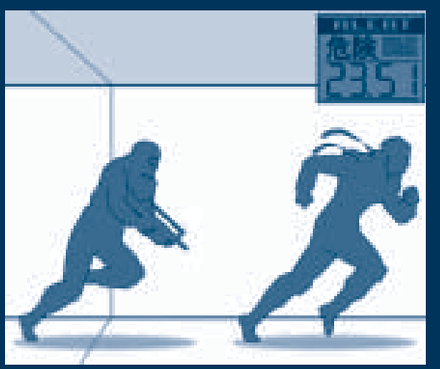
Evasion Mode

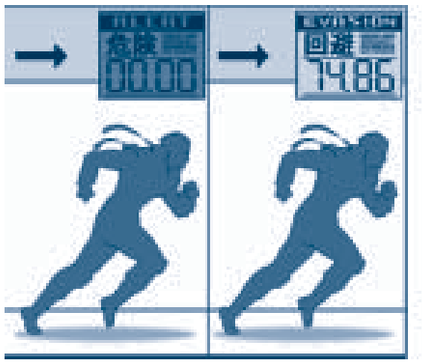
In Evasion mode, the enemy soldiers are no longer patrolling their routes and are actively searching for Snake.

Alert Mode

When an enemy soldier or a surveillance camera discovers Snake, the game enters Alert mode.







Enemy Soldier Movement in Infiltration Mode

Sleeping Soldier

Sometimes the soldiers in charge of guarding the air duct on the first floor fall asleep. Because the sleeping soldier is standing in front of a surveillance camera, try not to get too close. Stay at a safe distance and then make a noise to wake the guard and lure him your way.

You can also sneak up behind him, grab him around the neck, and strangle him, as described in “Advanced Techniques.”

If you’re discovered, the guards will not fall asleep again.

Noise Mode

When the enemy soldiers hear a noise in Infiltration mode, they leave their patrol route and investigate in the direction of the noise. In this mode, the enemy’s field of vision is displayed on the radar as a red cone.

If the enemy soldiers search the area where the noise was made and find nothing unusual, they return to their normal patrol routes. You can intentionally make a noise to lure the enemy soldiers in a particular direction.

When you kill enemies, they might drop an item.

Alert Mode

In Alert mode, the enemy soldiers call in reinforcements and attack Snake.

If the soldiers lose sight of Snake, the game enters Evasion mode. In this mode, because the enemies already know that Snake is nearby, they don’t enter Noise mode even if a noise is made.

Evasion Mode

If the enemy soldiers rediscover Snake in Evasion mode, the game reenters Alert mode. However, if you stay out of sight of the enemy until the counter reaches zero, the game once again enters Infiltration mode, and the enemies quickly return to their patrol routes.

In Evasion mode, just as in Infiltration mode, you can make noise to lure your enemy in a particular direction.

GAME OVER

When either the player's Life Gauge or a hostage's Life Gauge reaches zero, the game ends. Some stages have traps that cause the game to end if they are triggered. After the Game Over screen is displayed, the Continue screen appears after a few seconds.

CONTINUE

Restarts the game at the last Continue Point before the Game Over screen last appeared. There is no limit to the number of continues.

EXIT

Returns to the Title screen.

CONTINUE POINTS

Continue Points occur relative to certain events, such as after moving to a new area or before fighting an enemy boss.

SAVING

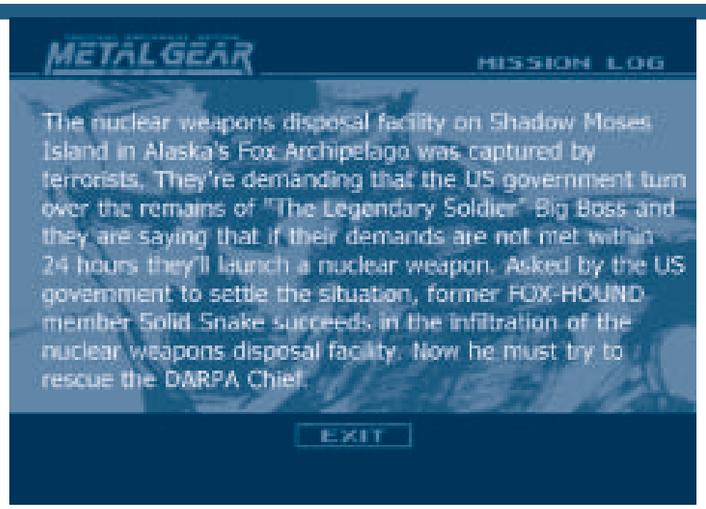
To save a game, press C on the gamepad (or ESC if you are using a keyboard).

From the menu that appears, select **Save**. The game is saved, at the previous Continue Point, with a default name. You can type in a new name if you don't want to use the default.

LOAD GAME

On the title screen, or in the game menu, select **Load Game**. The Data Selection screen appears. When the data is loaded, the game restarts from the saved Continue Point.

MISSION LOG


METAL GEAR
MISSION LOG
The nuclear weapons disposal facility on Shadow Moses Island in Alaska's Fox Archipelago was captured by terrorists. They're demanding that the US government turn over the remains of "The Legendary Soldier" Big Boss and they are saying that if their demands are not met within 24 hours they'll launch a nuclear weapon. Asked by the US government to settle the situation, former FOX-HOUND member Solid Snake succeeds in the infiltration of the nuclear weapons disposal facility. Now he must try to rescue the DARPA Chief.
EXIT

This log provides the player with a summary of the player's goal and actions up to that point. When you load a game, the mission log is automatically displayed.

CODEC MODE

By using the Codec, Snake can get support from various people. These operatives provide Snake with information and answers to different puzzles and problems.

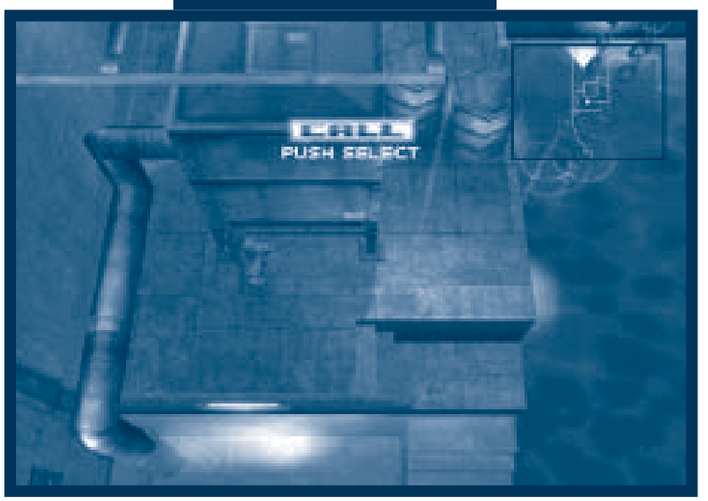
To enter Codec mode, press the Z button (or TAB, if you are using a keyboard).

How to Use the Codec Transmission Procedure

SELECTING A FREQUENCY

To set the frequency, press the directional pad (or arrow keys, if you are using a keyboard) right or left. The table on the next page shows you the frequency of each operative.

If you have not selected the proper frequency, the message NO RESPONSE appears. Sometimes, even when the correct frequency has been selected, you might not receive a response from the person you are calling. He or she might be temporarily unable to answer.



USING THE MEMORY FEATURE

To open the Memory window (a list of people with whom you have communicated), press down on the directional pad (or arrow keys, if you are using a keyboard). To choose the person you want to call, use the directional pad. To begin transmission to that person, press the B button (or SPACEBAR, if you are using a keyboard).

To cancel or close the Memory window, press the A button (or SHIFT, if you are using a keyboard).

EXITING CODEC MODE

To exit Codec mode, press the Z button (or TAB, if you are using a keyboard) while not transmitting.

Frequency List

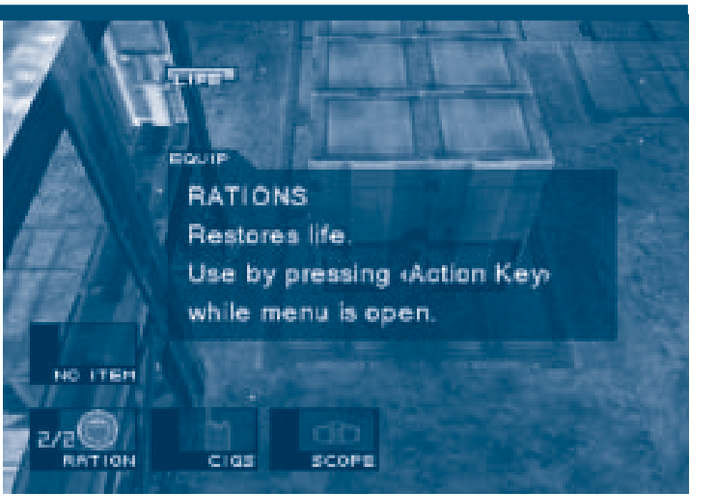
Name of Operative	Frequency	Background Information
Roy Campbell	140.85	As commander of the operation, he provides Snake with helpful advice and hints about controls and how to advance in the game.
Naomi Hunter	140.85	As chief of FOXHOUND's medical staff, she provides details about FOXHOUND as well as information about the boss enemies.
Mei Ling	140.96	An expert in imaging technology, she's in charge of communications for this operation and is responsible for saving mission data.
Nastasha Romanenko	141.52	A military analyst, Nastasha provides information about weapons and nuclear technology as well as tips on how to use your weapons and items.
Master Miller	141.80	As a former survival instructor, he gives psychological advice as well as tips about various special techniques. He also has a wealth of information about Alaska.

EQUIPPING WEAPONS

To display the Weapon window, press and hold the right trigger (or S key, if you are using a keyboard). To equip a weapon, select the weapon you want with the directional pad (or arrow keys, if you are using a keyboard) and then release the right trigger (or S key, if you are using a keyboard). When you don't want to hold any weapon, select **No Item**. The numbers below the weapon icon show the remaining ammo and the maximum ammo.

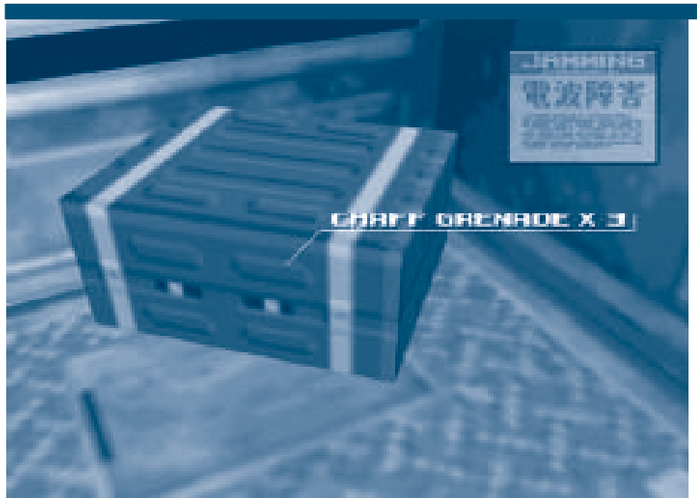
The maximum amount of ammo you can carry increases after you defeat an enemy boss.

EQUIPPING ITEMS



To display the Item window, press and hold the left trigger (or A key, if you are using a keyboard). To equip an item, select the item you want with the directional pad (or arrow keys, if you are using a keyboard) and then release the left trigger (or A key, if you are using a keyboard). When you don't want to hold any item, select **No Item**. The numbers below the item icon show the number of items and the maximum number of items.

The maximum number of items you can carry increases after you defeat an enemy boss.



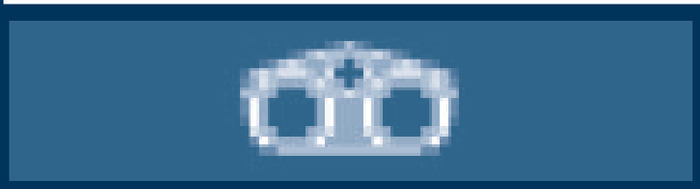
GETTING ITEMS

You acquire items by retrieving item boxes. You can use First Person View mode to see what is inside an item box before you pick it up. You cannot hold more items than your carrying limit. When you have reached your carrying limit, the message FULL appears and the item box remains unretrieved.

If an item box contains ammunition for a weapon that you have not yet acquired, the message GET WEAPON FIRST appears.

List of Main Items

Some items may be unusable depending on the area and the circumstances. In those cases, one of the icons shown below appears in the Item window.



SCOPE

Magnifying binoculars. Press the B button (or SPACEBAR, if you are using a keyboard) to zoom in; the A button (or SHIFT, if you are using a keyboard) to zoom out.

RATIONS

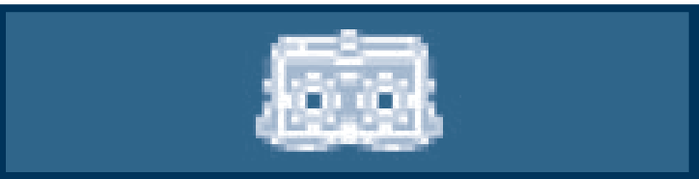
Meals ready to eat. To increase your Life, press the B button (or SPACEBAR, if you are using a keyboard) while the Item menu is open. If your Life Gauge reaches zero while you have rations equipped, they are automatically used.

CARD LV1

Equip this ID card to open all security doors level one and below. Use First Person View mode to check the door's security levels.

CIGS

Solid Snake's favorite brand of cigarettes. Smoking is hazardous to your health.



THERM.G

Thermal goggles; night vision equipment. Uses thermal imaging so you can see in the dark.

C.BOX A

Cardboard box with "To Heliport" written on it. Equip to have Snake hide in the cardboard box. It might fool the enemy soldiers.

Weapons List

During the game, you can find all the weapons listed in this section. Familiarize yourself with each weapon's characteristics, and use them wisely.

Contact Nastasha to learn the details about each weapon. For information on contacting operatives, see "Codec and Saving," earlier in this manual.

SOCOM

Semi-automatic pistol. To aim, press the X button on the gamepad (or CTRL, if you are using a keyboard); to fire, release it.

You can also equip the SOCOM with a suppresser to muffle the shot.

FA-MAS

Assault rifle. To fire, press the X button on the gamepad (or CTRL, if you are using a keyboard). To fire on full-auto, press and hold the X button.

PSG1

Sniper rifle. When equipped, the game enters Scope mode. To move the sights, press the directional pad (or arrow keys, if you are using a keyboard); to fire, press the X button on the gamepad (or CTRL, if you are using a keyboard).

GRENADE

Fragmentation grenade. To pull the safety pin, press the X button on the gamepad (or CTRL, if you are using a keyboard); to throw, release the button. The grenade explodes five seconds after you pull the pin.

CHAFF.G

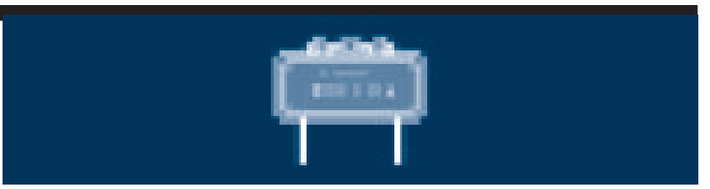
A grenade that jams electronics by dispersing metallic strips. To pull the pin, press the X button on the gamepad (or CTRL, if you are using a keyboard); to throw, release the button. The grenade explodes five seconds after you pull the pin.

STUN.G

Special sound and flash grenade that temporarily stuns enemies. To pull the pin, press the X button on the gamepad (or CTRL, if you are using a keyboard); to throw, release the button. The grenade explodes five seconds after you pull the pin.

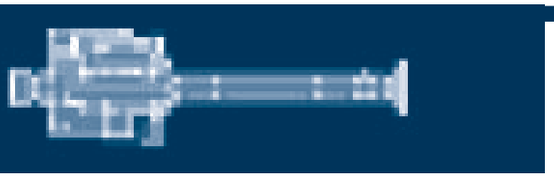
C4

Plastic explosive. To set, press the X button on the gamepad (or CTRL, if you are using a keyboard); to detonate, press the B button (or SPACEBAR, if you are using a keyboard).



CLAYMORE

Anti-personnel land mine. To set, press the X button on the gamepad (or CTRL, if you are using a keyboard). The mine explodes when either an enemy or Snake enters the displayed area.



STINGER

Infrared-ray guided, surface-to-air missiles; the game enters Scope mode when equipped. To aim, use the directional pad (or arrow keys, if you are using a keyboard); to fire, press the X button on the gamepad (or CTRL, if you are using a keyboard).

NIKITA

Radio-controlled missile. To fire, press the X button on the gamepad (or CTRL, if you are using a keyboard). After firing, use the directional pad (or arrow keys, if you are using a keyboard) to guide. To change the missile's view, press the Y button on the gamepad (or X, if you are using a keyboard). Note, however, that you can't guide this missile in areas with electronic jamming.

CAMERA

Equip the camera, and the screen changes to the camera's viewfinder. To zoom in, press the B button on the gamepad (or SPACEBAR, if you are using a keyboard); to zoom out, press A (or SHIFT, if you are using a keyboard).

To snap a photo, press the X button on the gamepad (or CTRL, if you are using a keyboard).

If you have taken any pictures using the camera in the game, an Album option appears in the Extra Menu; use this to view the pictures you have taken.

Metal Gear Solid for the personal computer provides the virtual reality infiltration training to help you become familiar with the game and prepare for your mission. You can play any of the over 200 VR Missions!

Starting VR Missions

1. Start Microsoft® Windows® 95 or later.
2. Insert the Metal Gear Solid CD 1 into the CD-ROM drive and select the **Play VR Missions** button.
   –OR–
   Double-click the MGS VR Missions icon on your desktop.
   –OR–
   Click **Start**, point to **Programs**, Point to **Metal Gear Solid** and then click **Metal Gear Solid VR Missions**.
3. After the Konami logo appears, the title demo begins. Press the B button (or SPACEBAR, if you are using a keyboard) to bring up the Game Menu.
4. Press up or down on the directional pad (or arrow keys, if you are using a keyboard) to highlight the menu options, and press the B button (or SPACEBAR, if you are using a keyboard) to select an option.

VR Training Enters the VR Training missions. Here you can select what mission to play and practice.

OPTION **Allows** you to change the various game settings.

EXTRA Allows you to photograph and view character album.

EXIT Exits the game.

TRAINING MODE

In the basic training modes, you try to reach the goal without being spotted by enemies. The simulation ends when you are spotted.

TIME ATTACK MODE

In this training mode, you can try this more advanced training exercise: Try to reach the goal within the allotted time. The simulation ends when you are spotted or when your allotted time runs out.

GUN SHOOTING

In this training mode, try to use your SOCOM pistol to reach the goal in the allotted time. The goal appears only after you kill all enemies. Remember that your SOCOM ammo is limited and that you might still encounter gunfire even after you reach the goal.

Infiltration Training

Sneaking Mode

NO WEAPON

Try to reach the goal without being seen by enemies.

The training session ends when you are spotted.

SOCOM

The goal appears after all enemies are killed. The training session ends when you are spotted.

Pay close attention to the amount of remaining ammunition in SOCOM.

WEAPON MODE

Use your weapons to destroy all targets.

The goal appears after all targets are destroyed.

ADVANCED MODE

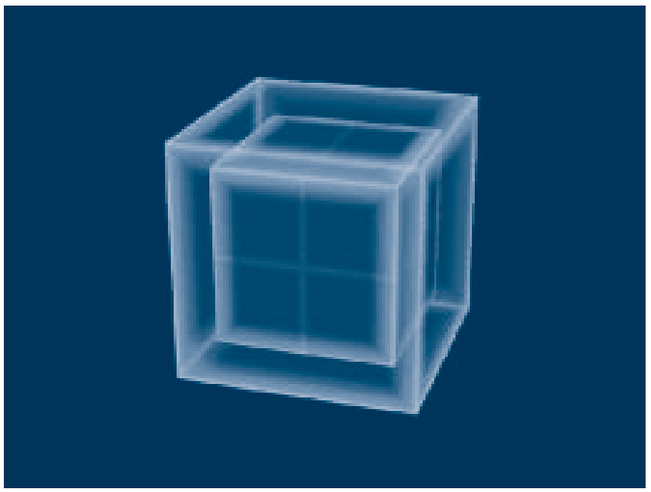
In this session, you use your weapons to destroy all enemies. The goal appears after all enemies are killed. The training session continues even if an enemy soldier detects you.

SPECIAL MODE

This training session is a special type of training conducted under various conditions.

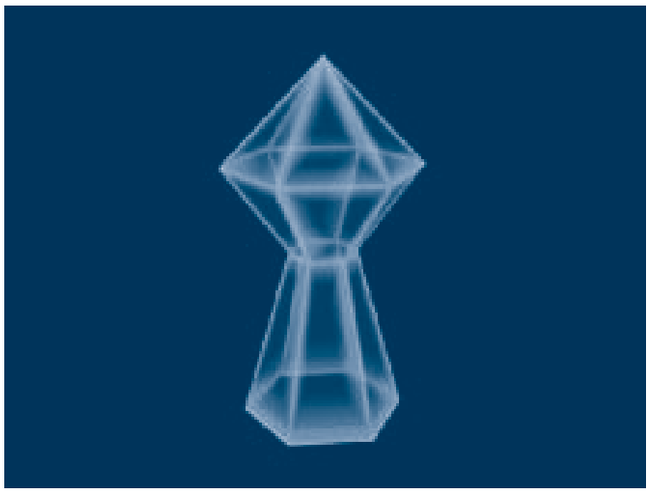
Saving VR Mission Sessions

Your progress in VR Training is automatically saved.



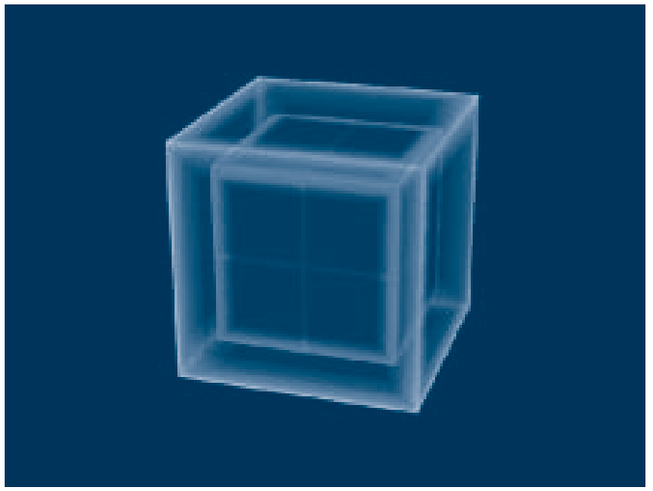
CUBE-B

Fixed target.



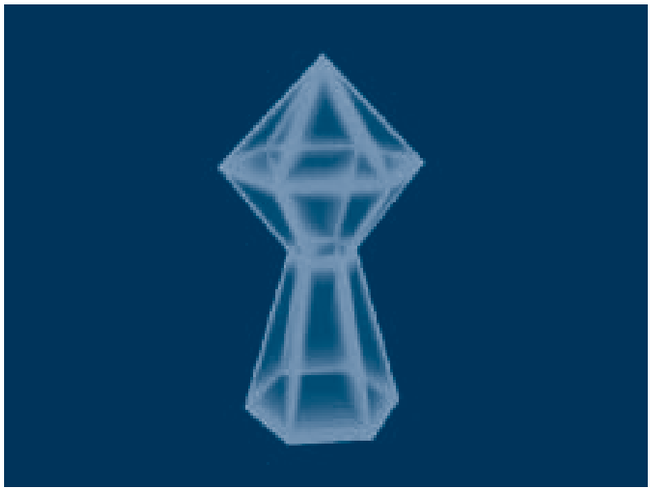
KOKESHI-B

Claymore Mine special mobile target.



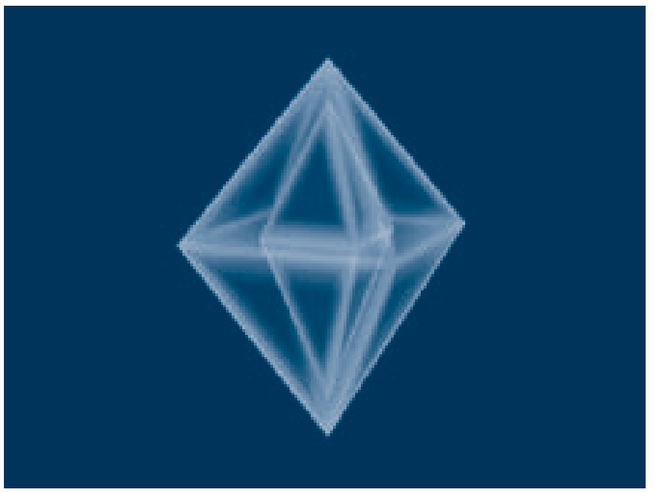
CUBE-R

Fixed sympathetic detonation-type target. It detonates sympathetically if an identical target is in the vicinity. If the player is caught in a detonation of this type of target, he or she will be injured.



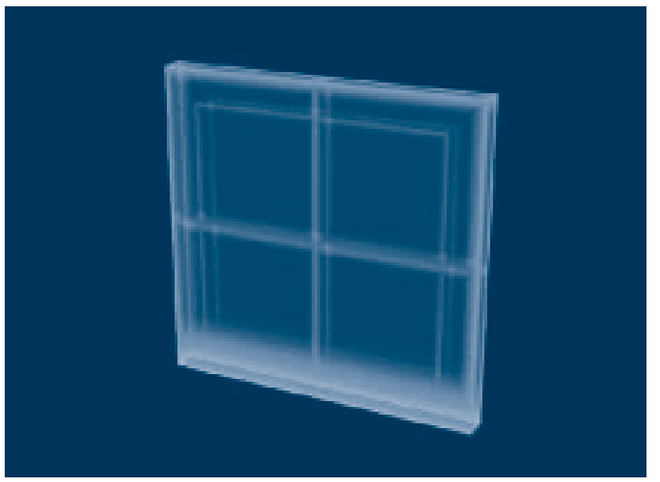
KOKESHI-G

Bare-hand mobile target. It appears only in the Special mode of VR Training.



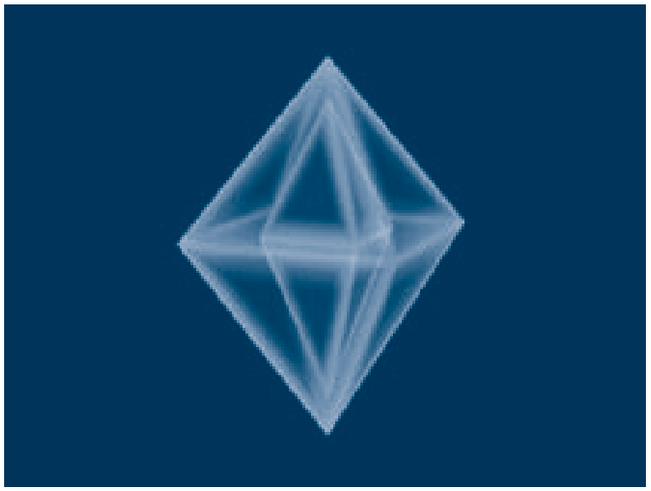
MOVE-B

Mobile target.



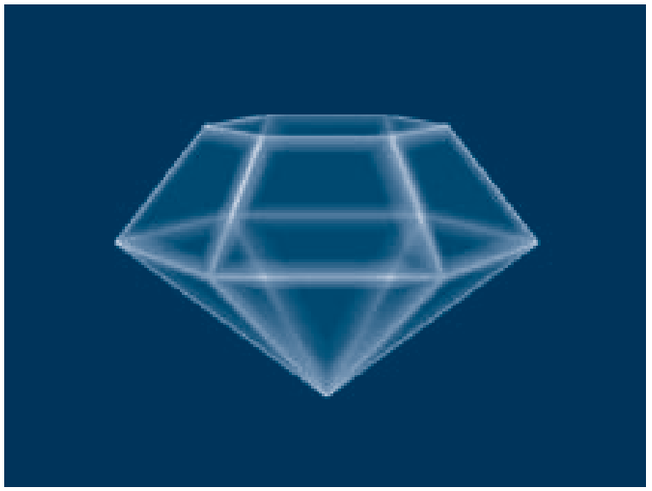
WALL

Wall-type target.



MOVE-R

Mobile sympathetic detonation-type target. It detonates sympathetically if an identical target is in the vicinity.



UFO

Large mobile sympathetic detonation-type target exclusively for stinger missiles. It detonates sympathetically if an identical target is in the vicinity.

Extra

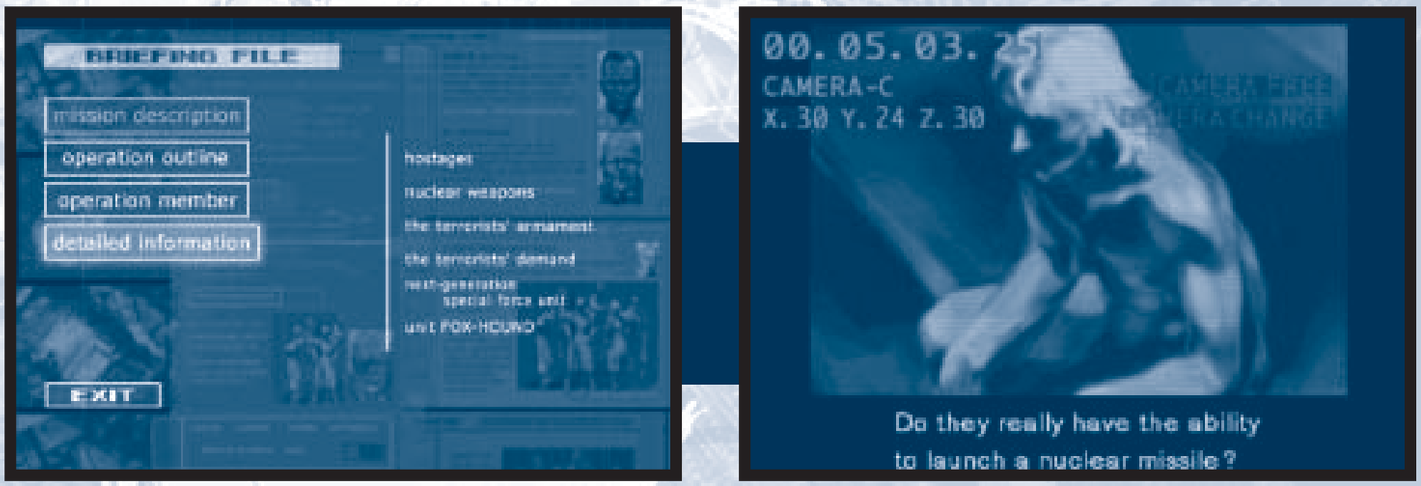
ALBUM

You can view photos you have taken by selecting **Album** in the **Extra** menu.

PHOTOGRAPHING

You can take photos of models by selecting **Photographing** in the **Extra** menu.

Briefing



A briefing describes the details of the current operation. You can change the camera only when a message is displayed in the upper-right area of the screen.

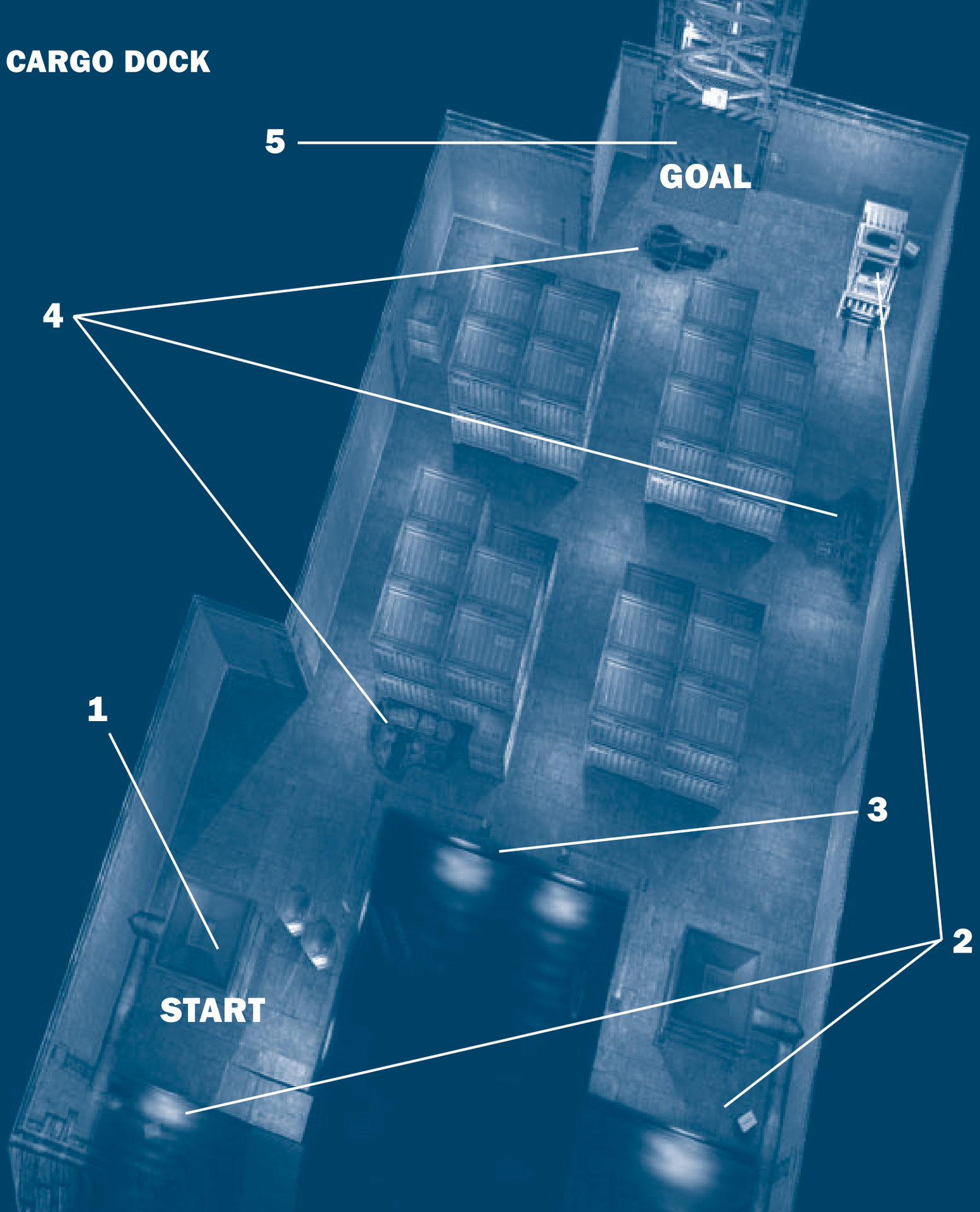
Camera Change

Camera Free: To zoom in, press the Y button (or X, if you are using a keyboard); to zoom out, press the X button (or CTRL, if you are using a keyboard).

Camera Change: To change camera angle, press the B button (or SPACEBAR, if you are using a keyboard). The camera has three angles: A, B, and C.

Options: Change the various game settings.

CARGO DOCK



1 Crawl through narrow spaces!

You can crawl through narrow spaces that you can't get past by walking. First, crouch by pressing the A button (or SHIFT, if you are using a keyboard) and then get into crawling position by pressing the directional pad (or arrow keys, if you are using a keyboard). Press the A button (or SHIFT, if you are using a keyboard) again to stand up.

2 Equip rations as a standard item!

On this one-man mission, Snake has to get all of his items and weapons onsite. Rations are an extremely useful item. When your rations are equipped, even if your Life Gauge reaches zero, your Life will be automatically restored. Get used to keeping your rations equipped as your standard item.

3 If you're spotted, dive in!

In this area, if you're spotted you can dive into the water and the enemies won't pursue you. If you're in either Alert or Evasion mode, jump into the water from the stone wall by pressing the directional pad (or arrow keys, if you are using a keyboard) in that direction.

4 Watch your step!

Several puddles are scattered around the Cargo Dock. If you run over the puddles, you'll make a noise and alert the guards. Be careful and find a way to not make a sound.

5 Wait for the Elevator!

The goal of the Cargo Dock area is to make it to the elevator without being spotted by the guards. Find a safe place to hide and wait for the elevator —it takes a few moments to arrive.

6 Watch the radar!

Not only can you see your enemy's position on the radar, but you can also see their field of vision. Keep your eye on the radar and make sure you stay out of sight of the enemy. As long as they can't see you, you can sneak up on the enemy soldiers from behind without being detected.

7 Call if you're in trouble!

If you're ever in trouble, press the Z button (or TAB, if you are using a keyboard) and call someone on the Codec. The Codec is a vital source of information to help you advance in the game. Familiarize yourself with the types of information each character can tell you and use your allies wisely. For information on contacting operatives, see "Codec and Saving," earlier in this manual.

HELIPORT
5
GOAL
3
2
GOAL
1
4
START

1 Stay out of the Searchlights!

An important item box is in this area. The box contains chaff grenades, which can temporarily jam electronic devices. Watch out for the search-lights, and get the item without being spotted.

2 Surveillance Camera!

Stun grenades are in the back of this storeroom, but a surveillance camera guards them.

3 Get the SOCOM!

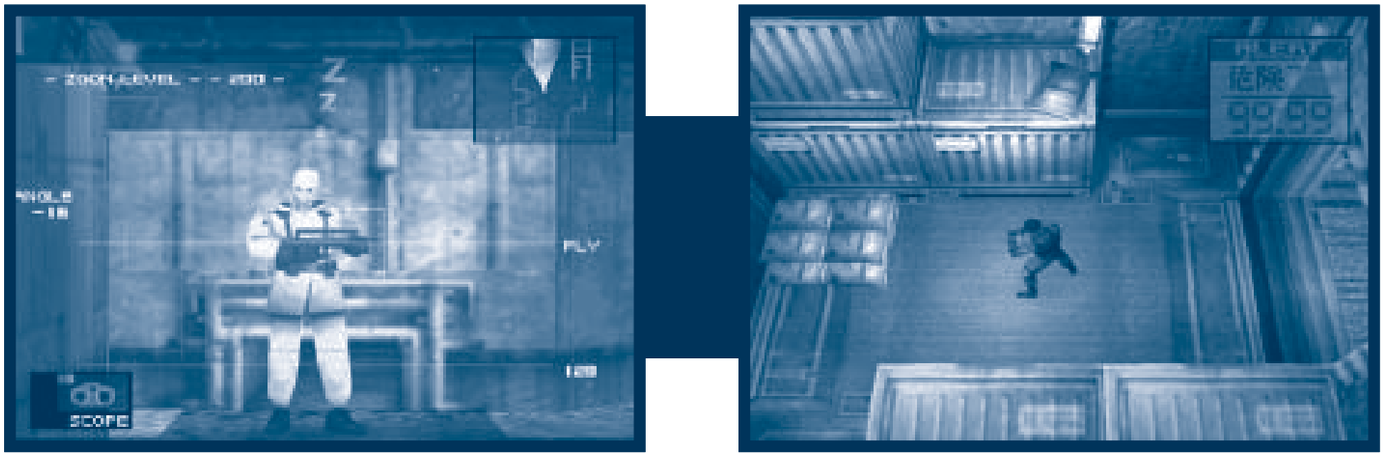
Inside the truck is an item box containing a semi-automatic SOCOM pistol. By pressing and holding the X button (or CTRL, if you are using a keyboard), you can lock in on your target before firing.

4 Retrieve the Rations

This item box contains rations. When you walk on the snow, you'll leave footprints. Be careful of the guard when retrieving the rations.

5 Here's Your Goal!

The goal of the heliport is to infiltrate one of the two air ducts. Both of the air ducts are low to the ground—crouch down and crawl to get through them. Make sure you have collected all the items.



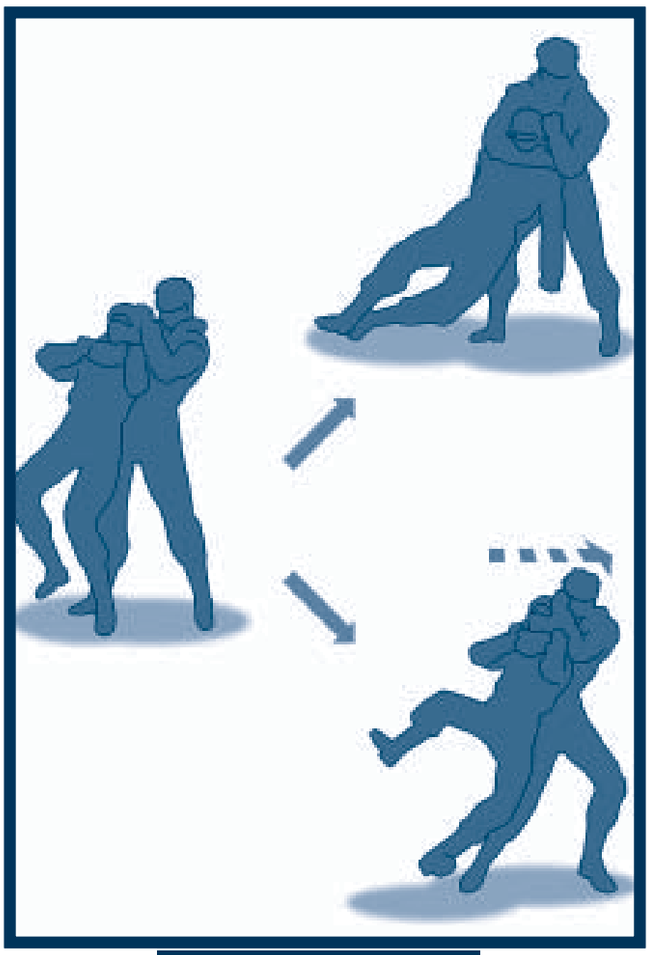
Strangle

You can perform this maneuver when you're not holding a weapon. To strangle the enemy, stand close to him or her and press the X button (or CTRL, if you are using a keyboard) without pressing the directional pad (or arrow keys, if you are using a keyboard).

If you press the directional pad (or arrow keys, if you are using a keyboard) while strangling your enemy (with the X button pushed), you can walk while dragging him.

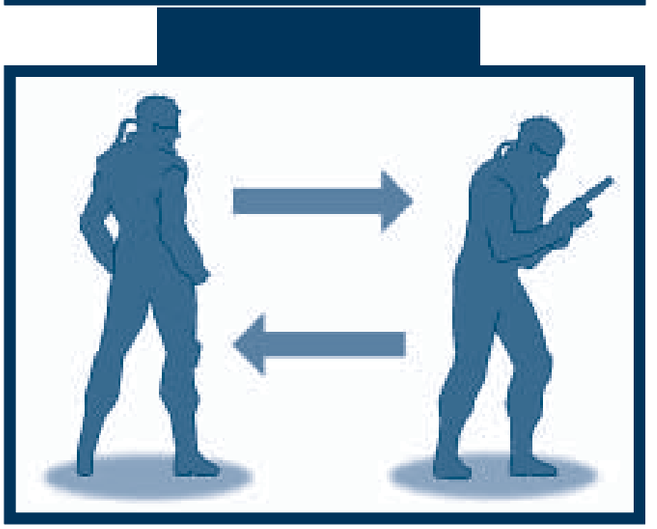
If you repeatedly press the X button (or CTRL, if you are using a keyboard) while strangling, you can snap your enemy's neck.

If you strangle an enemy and kill him without being discovered, he will drop an item.



Quick Change

To equip and unequip your weapons or items without opening the windows, press the right or left trigger (or S or A key, if you are using a keyboard). If you press the trigger while an item is equipped you will unequip it; if you press while nothing is equipped, the last item or weapon you equipped will become equipped again.



Quick Peek

To take one side step to the right or left, press the right or left trigger (or S or A key, if you are using a keyboard) while in First Person View mode. When you release the button, you'll return to your original position. This is a good technique for taking a peek at what's in front of you while remaining hidden in the shadows.

Tactical Reload and Shooting while Running

Reloading during a battle can be very dangerous, because it leaves you temporarily defenseless. When you are about to run out of ammunition, press the right trigger (or S key, if you are using a keyboard) twice. This cancels your action and makes Snake reload his gun. You can also run while shooting with your SOCOM or FAMAS by pressing the A button (or SHIFT, if you are using a keyboard) while holding down the X button (or CTRL, if you are using a keyboard).

Luring and Noise Mode

When the enemy soldiers hear a strange noise, they'll leave their patrol route and check out the area that the noise came from. After they confirm that there's nothing unusual, they'll return to their patrol route. Press the B button (or SPACEBAR, if you are using a keyboard) when you're stuck up against a wall or other obstacle to make a noise. If you do it right, you should be able to lure the enemy soldier your way.

SOLID SNAKE

Former member of FOXHOUND. An expert at infiltration, he can accomplish his mission under any circumstances, in any location.

MERYL SILVERBURGH

Campbell's niece. She has been thrown into the middle of FOXHOUND's revolt. She has excellent training as a soldier, but no actual combat experience.

Former Commander of FOXHOUND.

ROY CAMPBELL

Although retired, he was called back to active duty as operation commander because only he knows Solid Snake.

NAOMI HUNTER

Chief of FOXHOUND's medical staff, she's in charge of gene therapy.
She works along with Campbell to provide support for Snake.

MEI LING

Operator in charge of communication data processing for this operation.
She invented the Codec communicator that Snake uses.

FOXHOUND SPECIAL FORCE GROUP

LIQUID SNAKE

A man with the same face as Snake. As FOXHOUND's battle leader, he's the mastermind behind the terrorist attack.

REVOLVER OCELOT

A member of FOXHOUND.
An expert with handguns and a sadist with a penchant for torture.
A formidable gunfighter.

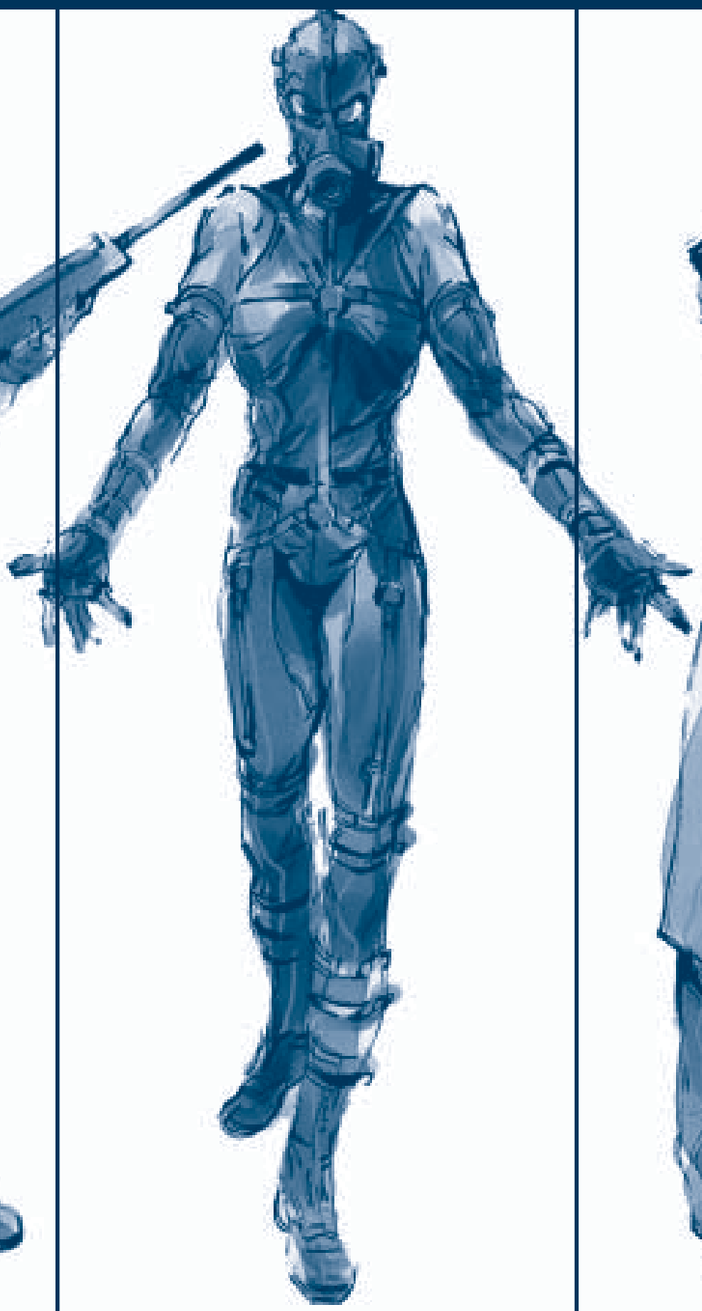
VULCAN RAVEN

A member of FOXHOUND. He's a giant shaman with strong spiritual powers. He's blessed with a powerful body, which is resistant to extreme cold.

SNIPER WOLF

A member of FOXHOUND. A brilliant sniper, she can wait in sniping position for up to a week without moving a muscle.

PSYCHO MANTIS



A member of FOXHOUND and a former member of the KGB's Psychic Intelligence Unit. He has powerful telekinetic and mind-reading abilities.

A member of FOXHOUND. Very little is known about him.

GENOME SOLDIERS

NBC WARFARE	LIGHT INFANTRY	ARCTIC WARFARE	HEAVILY ARMED

Members of the Next Generation Special Forces and reserve members of Unit FOXHOUND. Although they have no actual combat experience, they have been rigorously trained in VR simulators.

NINJA

Little is known about this “cyborg ninja.” He uses stealth camouflage and wields a Japanese katana that can cut through steel like butter and even deflect bullets. But whose side is he on?

BIG BOSS

Former commander of FOXHOUND, once known as the “Legendary Soldier” or “Greatest Warrior of the Twentieth Century.” His remains have been preserved by the military.

HAL EMMERICH

An employee of ArmsTech Inc. A fan of Japanese animation, his nickname—Otacon—stands for Otaku Convention.

NASTASHA ROMANENKO

A freelance military analyst. She provides support to Snake as a specialist in nuclear technology.

MASTER MILLER

FOXHOUND's former survival teacher. He provides Snake support by Codec.

DONALD ANDERSON

Director of the Defense Advanced Research Projects Agency (DARPA). He's been taken hostage by the terrorists.

JIM HOUSEMAN

Secretary of Defense. He commands this counter-terrorist operation from his AWACS (Airborne Warning and Control System) plane.

KENNETH BAKER

President of a huge arms conglomerate (ArmsTech Inc.). He's been taken hostage by the terrorists along with the DARPA chief, Donald Anderson.

UNIT FOXHOUND

A Special Forces unit formed to deal with local insurgencies, regional conflicts, and counter-terrorism. They're a shadow unit employed secretively in politically sensitive operations where the overt introduction of military assets would be otherwise impossible. All members of the unit are masters of airborne, underwater, and survival operations as well as experts in infiltration missions. The first commander of the unit was the legendary soldier, Big Boss. Already aware of the importance of standard soldiers in guerrilla warfare, he decided to form an elite unit of high-tech soldiers after viewing the power and efficiency of high-tech weapons in the Gulf War.

After the Outer Heaven Revolt, Campbell, who had been the sub-commander, became the commander of the unit and did away with the codename system. He began to put his own personal stamp on Unit FOXHOUND, adopting even more high-tech equipment such as spy satellites and the like.

NEXT GENERATION SPECIAL FORCES

Reserve members of Unit FOXHOUND selected after undergoing genetic map testing. They were originally members of a counter-terrorist Special Forces group, but after the death of Big Boss, the mercenaries employed by Outer Heaven were purchased by the government and added to the group to form the Next Generation Special Forces. Although most of the soldiers had no real battle experience, they went through extensive gene therapy and were trained with Force XXI—the Army's 21st-century soldiers—in wargames designed to simulate the type of conflicts anticipated in the next millennium. They are also nicknamed "The Space SEALS."

METAL GEAR

A nuclear-equipped walking battle tank. Its main selling point was its ability to launch a variety of nuclear warheads toward anywhere on earth from any location. With the ability to move independently instead of using a standard nuclear launch module, it was equipped with a weapon, which allowed it to launch a nuclear weapon with no

external support. Because it could operate from regions, which were—up to that point—not on the world's nuclear strategy map, it was a weapon that destroyed the sensitive balance of nuclear deterrence and represented an enormous threat to the entire world.

OUTER HEAVEN

A heavily fortified nation formed deep in South Africa in the late 1980s. It was actually a large-scale mercenary dispatchment company created by Big Boss. Although it nearly achieved military supremacy through the development of Metal Gear TX-55—the nuclear-equipped walking battle tank—Outer Heaven was destroyed along with Big Boss by Solid Snake, the hero sent by Unit FOXHOUND.

1997 ZANZIBAR

A fortified nation in central Asia ruled by a minority ethnic group. Although the superpowers of the East and West became involved in its 1997 war for independence, it was the activity by Zanzibar's mercenaries, collected from all over the world, that played the largest role in its victory. For that reason, the war became known as "the mercenary war" and it gave rise to a whole new generation of professionals who made a business of war.

BIG BOSS

An extraordinary man who worked as a mercenary for numerous countries during the 1960s. He achieved near-mythic status during his lifetime as the famous "Legendary Soldier." In the 1990s, he secretly created Outer Heaven while officially serving as commander of Unit FOXHOUND, but he was defeated by Solid Snake.

Later, he formed the nation of Zanzibar, but his plans were once again foiled by Solid Snake. His remains were preserved by the military as a genetic sample of the "greatest soldier that ever lived."

GREY FOX

Real name: Frank Jaeger. The only man with the honor of receiving FOXHOUND's highest codename, "Fox." During the Outer Heaven Revolt, he was the first member of FOXHOUND sent to infiltrate Outer Heaven. He was captured while gathering information about Metal Gear TX-55, but was rescued by Solid Snake. After Big Boss left the

military, Grey Fox mysteriously disappeared as well. Later, in Zanzibar, he fought against FOXHOUND, alongside Big Boss as he declared war against the rest of the world. Acting on orders, Snake was forced to defeat him.

DEFENSE ADVANCED RESEARCH PROJECTS AGENCY [DARPA]

Defense Advanced Research Projects Agency. A government agency charged with the mission of researching various technologies for use in military applications.

ARMSTECH INC.

A military weapons manufacturing company with its main office in Seattle, Washington. It achieved rapid growth during the Cold War in what was a boom time for the arms industry, and became the second largest arms manufacturer in the world. ArmsTech was involved in the development of the Strategic Defense Initiative (SDI) and the rail gun, but they suffered an enormous financial loss when those projects were terminated. Moreover, although ArmsTech led the world in the development of stealth technology, they have recently experienced tremendous economic difficulty because of their failure in their bid to manufacture the USAF's next line of main fighter planes.

ATGC INC.

A leading company in the field of bioengineering. ATGC is an acronym for adenine, thiamine, guanine, and cytosine. The Next Generation Special Forces gene therapy was a joint project between the Department of Defense and the ATGC Company.

MICROELECTRO MECHANICAL SYSTEM [NANOMACHINES]

Tiny machines created by means of MEMS (MicroElectro Mechanical System) technology. Used in ultra-small transmitters and medical DDSs. Although the size is on a micrometer scale, they are referred to as Nanomachines because their single electronic transistor and synergy ceramics employ nanoscale technology. Snake begins this operation after having received an injection of Nanomachines, which include a transmitter, radar, and anti-NBC defense systems.

GENE THERAPY
The process by which a person's genomic information is analyzed, useful genes are selected, and copies of those genes are inserted into a subject cell. Using this process, advantageous genes were inserted into soldiers to create Genome Soldiers with strong battle skills. These became the Next Generation Special Forces.

STEALTH CAMOUFLAGE
After years of refining stealth technology, ArmsTech created this new type of camouflage. It makes the object blend into the background by performing real-time optic refraction processing to render the object as invisible as possible.

POWERED EXOSKELETON
Essentially an artificial externally equipped skeleton designed to raise the wearer's fighting abilities as high as possible. By inserting a cybernetic module into the body at a skeletal level, it became possible to create a cybernetic organism capable of incredible feats of strength and skill. Early problems in this technology, such as stress concentration and rejection reactions, were overcome through the process of gene therapy.

PERMISSIVE ACTION LINK (PAL)
A safety-control system built into all nuclear missiles and warheads. It is impossible to launch or lock a nuclear missile without using the PAL.

START
A strategic nuclear missile reduction treaty. To date, Start 1 and Start 2 have been ratified and the strategic nuclear arsenal of both the U.S. and Russia have been reduced to between 3,000–3,500 warheads. "Heavy" ICBMs and MIRV-ICBMs (Multiple Independent Re-entry Vehicles) have been completely abolished.

TMD
Theatre Missile Defense. Defensive technology, developed after the termination of the SDI project, designed to deal with the spread of missiles and other weapons of mass destruction. While SDI was intended to be used against long-range strategic missiles, TMDS are designed to intercept short-range tactical missiles.

CTBT
Comprehensive Test Ban Treaty. A treaty negotiated in the Geneva Conference on Disarmament by the United Nations and the Arms Control and Disarmament Agency. It abolishes all forms of nuclear testing including underground nuclear tests.

NPT
Non Proliferation Treaty. A treaty theoretically designed to prevent the spread of nuclear weapons to countries other than the “Big Five”: the United States, Russia, Great Britain, France, and China. In practice, it had little effect.

SOLID SNAKE	David Hayter
LIQUID SNAKE	James Flinders
MERYL SILVERBURGH	Mae Zadler
NAOMI HUNTER	Carren Learning
HAL EMMERICH	Christopher Fritz
ROY CAMPBELL	Paul Otis
MEI LING	Kim Nguyen
NINJA	George Byrd
NASTASHA ROMANENKO	Renne Collette
REVOLVER OCELOT	Patric Laine
VULCAN RAVEN	Chuck Farley
PSYCHO MANTIS	Doug Stone
SNIPER WOLF	Julie Monroe
DONALD ANDERSON	George Byrd
KENNETH BAKER	Bert Stewart
JIM HOUSEMAN	Frederick Bloggs
GENOME SOLDIER A	Doug Stone
GENOME SOLDIER B	Chuck Farley

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